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Issue 2 | February 2007

# 360Zine

Free Magazine For Xbox 360 Gamers. Read it, Print it, Send it to your mates...

KILLER GAMES! KILLER PREVIEWS!

# HALO 3

Everything there is to know inside...

GREAT  
INTERACTIVE  
CONTENT

# FABLE 2

Molyneux's masterpiece revealed

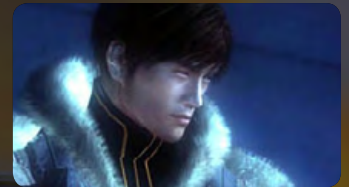
EXCLUSIVE EPIC  
INTERVIEW

Cliff Bleszinski talks  
Gears of War

GEARS:  
PAST  
PRESENT &  
FUTURE!



FULL REVIEWS



1 LOST PLANET  
Blast the winter blues



2 STAR TREK: LEGACY  
Warp factor 360



3 DoA: XTREME 2  
Babes on a beach

30 PAGES INSIDE...

FREE!  
GET EVERY  
ISSUE...

PLUS! ALL THE LATEST ON...

Virtua Fighter 5 Ghost Recon Advanced Warfighter 2 Burnout 5 And More...

HELP

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ZOOM IN

ZOOM OUT

TOGGLE FULL SCREEN VIEW

NEXT PAGE





# Welcome to 360Zine



First up I'm pleased to announce that as of this issue, 360Zine becomes a fully-fledged monthly magazine: the response to our launch has been fantastic, and not only have we managed to 'do the numbers', but we've also received (and appreciated) some really positive feedback. You can check out a selection of the emails we've had on page 30.

If you picked up our first issue then welcome back... If you're new to 360Zine then let me quickly explain. It's free to download. It boasts cutting-edge previews and tell-it-like-it-is reviews (written by the best games journos in the land). And it features video, audio and multimedia throughout.

The only thing we ask? If you like it, then help us spread the word by telling all your mates. Enjoy the issue...

Dan Hutchinson, Editor  
360zine@gamerzines.com

## Don't miss! This month's top highlights



### Halo 3

THE GAME OF '07?  
All the latest screens  
PAGE 8

### Fable 2

MUST-READ  
PREVIEW!

Fact or Fable?  
Find out here...  
PAGE 11

### EPIC INTERVIEW

Cliff Bleszinski talks  
Gears of War  
PAGE 15

### Lost Planet Extreme Condition

It's cold out there  
PAGE 18

### Star Trek: Legacy

The captain's log?  
PAGE 21

## QUICK FINDER

Every game's just a click away!

Virtua Fighter 5

Ghost Recon

Burnout 5

GTA IV

Command & Conquer 3

Frontlines: Fuel Of War

Stuntman 2

Halo 3

Fable 2

Gears of War

Lost Planet

Star Trek: Legacy

DOA: Xtreme 2

Snooker

Xbox Live

Arcade



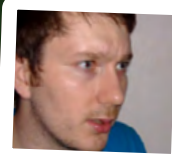
## MEET THE TEAM

Probably the  
best games  
writers on the  
planet



### Keri Allan

This month Keri has been blasting bugs on a wintery Lost Planet.



### Lee Hall

You can thank Lee for getting all the inside info on GOW from Epic.



### Kieron Gillen

Kieron knows his onions, so what will he make of Star Trek: Legacy?



### Steve Hill

Fancy a few beers and frame or two of snooker? Steve's your man.



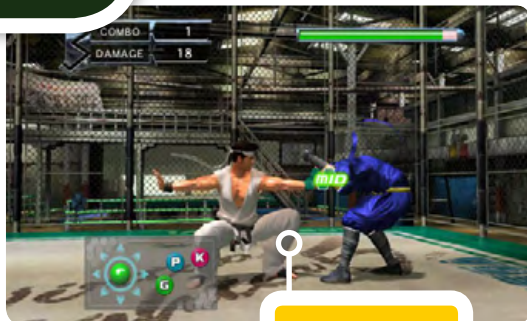
### Ian Morris

Ian has been hanging out on beautiful beaches with barely clad babes.





**Publisher:** SEGA  
**Developer:** SEGA-AM 2  
**Heritage:** Virtua Fighter, Hang-On, Space Harrier, Shenmue  
**Link:** [www.sega-europe.com](http://www.sega-europe.com)  
**ETA:** Summer



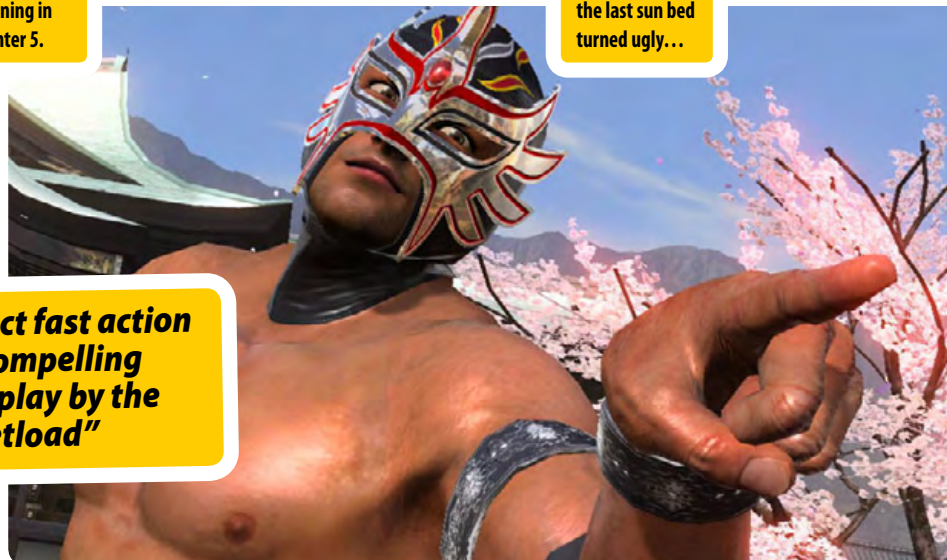
No training, no, erm... gaining in Virtua Fighter 5.



The battle for the last sun bed turned ugly...



**"Expect fast action and compelling gameplay by the bucketload"**



"I will tear you a new hole... this big."



**WATCH THE TRAILER**  
 Click here to see Virtua Fighter 5 in action!



## FIRST LOOK

# Virtua Fighter 5

*At last another fighter makes his way to the ring*

### What's the story?

The pioneering beat-em-up makes its 360 bow, and not a moment too soon considering the dearth of battlers in our collection.

### What do we know?

In VF5, 17 of the hardest individuals on the planet tear-it-up to be crowned the king or queen of virtual scrapping. And, while this is a Microsoft-flavoured rehash of the PS3 game, its more than welcome to kick up a fuss with us.

The series' trademark clashes between fighters of widely differing styles is expanded to take in new martial arts techniques and enliven the playing experience. Those who think beat-em-ups are all blind button-mashing will be humbled.

Two new characters, Mexican wrestler El Blaze and Chinese arse-kicker Eileen, bring their Lucha Libre and Monkey Kung Fu styles to the pugilistic party.

### When do we get more?

We're planning to get our hands on a playable 360 version in a couple of months. Can't wait that long? We've got an exclusive interview with the developers lined-up for next issue.

### Anything else to declare?

The game's development team is responsible for some of the greatest arcade games in history. Expect instant accessibility, fast action and compelling gameplay by the ringside bucketload.





# DON'T JUST WATCH IT LIVE IT



[REPLAY THIS VIDEO](#)



**Out Now**



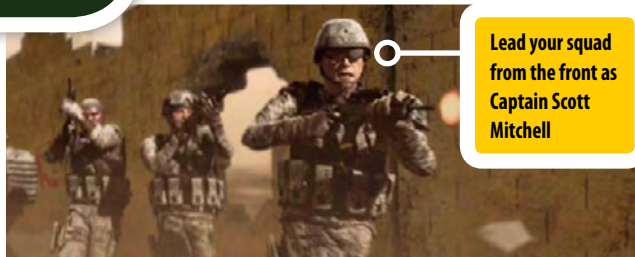
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PlayStation 2





**Publisher:** Ubisoft**Developer:** Ubisoft**Heritage:** Tom Clancy's  
Ghost Recon and Rainbow  
Six series.**Link:** [http://ghostrecon.  
uk.ubi.com/](http://ghostrecon.uk.ubi.com/)  
**ETA:** Spring**Lead your squad  
from the front as  
Captain Scott  
Mitchell****Hi-tech weapons, but  
their tellies are still  
black and white...**

## FIRST LOOK

# Tom Clancy's Ghost Recon Advanced Warfighter 2

*New encounters with spicy Mexicans*

**"New weapons, tech, and  
shinier graphics, are all  
on the cards"**

### What's the story?

Delicious confirmation that Advanced Warfighter will get a sequel in lambing season, ensuring the online slaughter can continue. For the uninitiated, this BAFTA-winning near future shooter casts you as Captain Scott Mitchell at the head of a squad of crack troops. You use third-person tactics, all-out blasting and hi-tech communication devices to win the day.

### What do we know?

GRAW 2 is set just after the turbulent events of the original game. It's 2014 and Mexico has been thrown into a bitter civil war between insurgents and loyalist forces.

Once again Mitchell hops over the border from the US into this maelstrom of urban warfare. His mission is to take out missiles trained on American cities with his team of 'ghosts'.

Given the speed at which this sequel is being turned around and the familiarity of the locales, look forward to much of the same action. In the case of this gripping single-player (and tense multiplayer) stunner, that can only be a good thing.

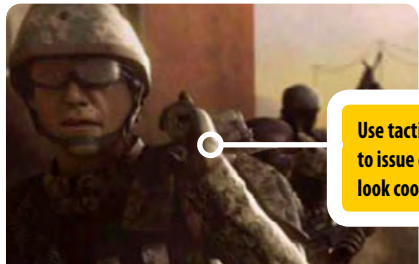
Naturally, as yet unspecified new weapons and tech, as well as shinier graphics, are also on the cards.

### When do we get more?

Playable code is imminent.

### Anything else to declare?

We still get our backsides kicked by obsessive American children in GRAW.

**WATCH THE  
TRAILER****Click here to see  
GRAW2 in action!****Use tactical gestures  
to issue orders and  
look cool.**





# INCOMING

Our pick of the new releases coming in 2007

Get ready for  
Crackdown. Coming  
to a 360 near you...

## Command & Conquer 3: Tiberium Wars



Publisher: EA | ETA: TBA

It's been confirmed that C&C 3 is heading for 360, though a precise release date is still classified info. Expect it to follow soon after the late March PC version, with Xbox-friendly RTS controls and explosive action in detailed environs. A 'Kane' edition is also imminent.

## Grand Theft Auto IV

### Grand Theft Auto IV

Publisher: Rockstar | ETA: October 19

The 360 version of GTA IV promises to be the most engrossing of all. Microsoft and developers Rockstar announced last year that episodic content will be available on Live. We'll have to wait for details of the game, but it's tantalising to think that the GTA IV universe will be ever expanding on our 360.

## Burnout 5



Exclusive  
New  
Screen!

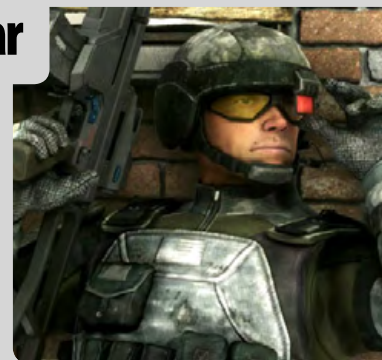
Publisher: EA | ETA: April (TBC)

Check out this glimmering shot of Burnout 5 – it's the first glimpse of EA's latest racing sensation. While 'due' in April, that date does seem a tad optimistic. Either way, Burnout 5 promises relentless entertainment. Riding round Paradise City, you'll pick up missions on nearly every street corner.

## Frontlines: Fuel Of War

Publisher: THQ | ETA: March 30

Locked & loaded to take on GRAW 2 is Frontlines: FOW, another hi-tech near future shooter. Here, vehicles are vital as the EU and US take on Russia and China in an epic tag team battle. You'll have 60 killing machines to choose from as you fight for the Earth's precious energy sources.



## Stuntman 2

Publisher: THQ | ETA: Summer 24 2007

Casting you as a Hollywood driving expert, Stuntman 2 is a car game with a superb twist. You'll begin your career behind the wheel for iffy adverts, moving on to B-rate movies and eventually big blockbusters. Stunts are longer than in the previous generation original.



UPCOMING

### SPRING 2007

● Crackdown  
February

● Resident Evil 5 March

● Harry Potter And The Order  
Of The Phoenix March

### SUMMER 2007

● Oblivion: The Shivering Isles TBC

● Bioshock June

### AUTUMN 2007

● Assassin's Creed September

● Unreal Tournament 2007 October

### WINTER 2007

● Mass Effect Late 2007





★★★★★

## UNPRECEDENTED CONTROL

FOR THE FIRST TIME EVERY STATION IS A BATTLE STATION. TAKE DIRECT AND FULL CONTROL OF EVERY WARSHIP, PLANE AND SUBMARINE WHILST COMMANDING THE ENTIRE FLEET.



★★★★★

## AIR, SEA, AND UNDERSEA ACTION

INSTANTLY SWITCH BETWEEN EXHILARATING DOGFIGHTS, POWERFUL ARTILLERY ATTACKS, AND STEALTH TORPEDO KILLS FROM THE DEEP.



★★★★★

## ONLINE MULTIPLAYER

UP TO 100 WARSHIPS, AIRCRAFT, AND SUBS FACE OFF IN DRAMATIC ONLINE BATTLES.



★★★★★

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# THIS WAR IS YOUR WAR

12+

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14,000FT ABOVE TO 400FT BELOW... AND ALL THE ACTION IN BETWEEN

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**BATTLESTATIONS**  
★ MIDWAY ★

FEBRUARY 2007  
WWW.BATTLESTATIONS.NET



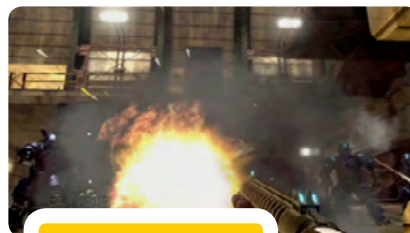
## HALO 3

**Publisher:** Microsoft  
**Developer:** Bungie  
**Heritage:** Halo, Halo 2  
**Link:** [www.halo3.com](http://www.halo3.com)  
**ETA:** Late 2007

### FIRST LOOK

# Halo 3

*The circle is almost complete...*



The alpha video gives away clues, but the graphics need work.

**READER REQUESTS!**  
Click here to tell us what you'd like to see in Halo 3!

The quiet asymmetry of a trilogy, that wholesome sense of completeness after a third instalment of any series, is unlikely to be enough to keep Halo 4 off every gamer's wish list once this, supposedly final, adventure finally arrives. Fear not though, gentle reader, while the press announcement (all us journos actually read) says "Third and final game in the Halo trilogy", Bungie's own FAQ actually says it's the final game in this story arc. A subtle, yet blatant, distinction.

Putting aside what the future holds for Master Chief, Halo 3 is

undoubtedly the game we want above all others, and it's now getting deliciously close.

We're still expecting it to release towards the end of the year, perhaps as late as November in these here parts, despite some retailers taking pre-orders for a mooted April on sale date. Those scurrilous cads.

On the upside, the Halo 3 beta test is due to start in spring, blowing open

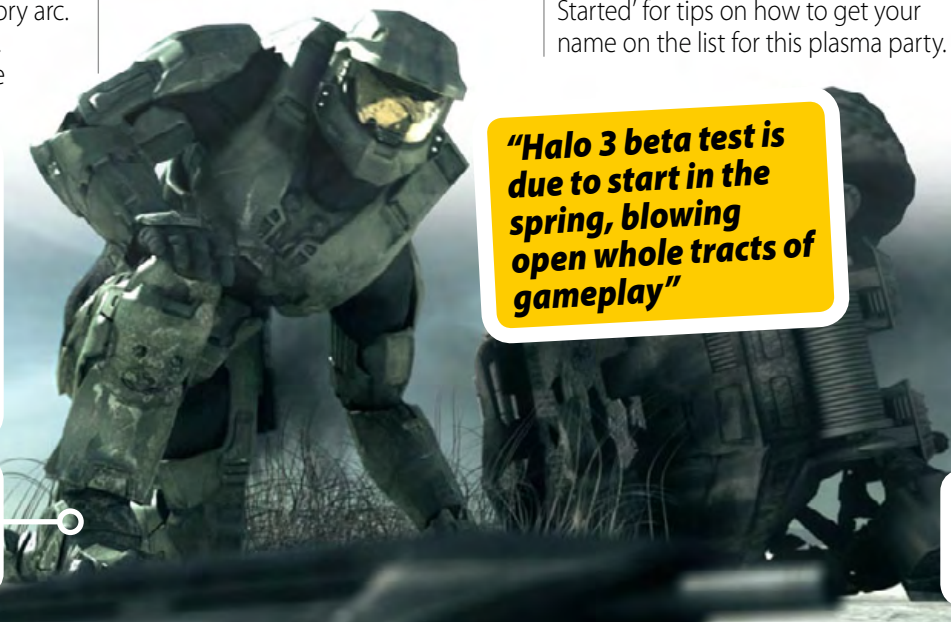


whole tracts of online gameplay, but presumably revealing little about the single-player campaign. See 'Beta Get Started' for tips on how to get your name on the list for this plasma party.

The single player game remains the most intriguing aspect of Halo 3, then, thanks largely to the fact that Halo 2's solo campaign was woefully short.

It's time Halo got back on track after the ground-breaking and immersive original made us feel like we were truly the last things between attacking hordes and the safety of Earth.

Luckily, the tight-lipped Bungie team ➤



"Halo 3 beta test is due to start in the spring, blowing open whole tracts of gameplay"

In the thick of the action to save Earth from the Covenant uglies.

The brutes are more intelligent and more fearsome than ever.





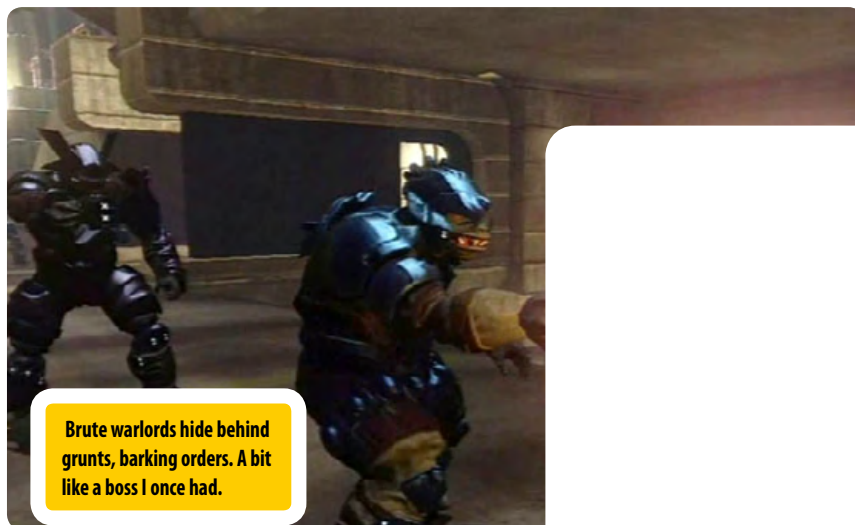
## HALO 3

### > Halo 3 continued

finally gave up some hints about the solo mode mood with a seven minute trailer focusing on the role of Brutes in Halo 3, enemies who are now stepping up to fill the breach left by the Elite warriors so feared in the first game.

The 'Et Tu Brute' trailer showcases the expected hike in graphics and more sophisticated enemy models, but also demonstrates just how fulfilling the third Halo experience promises to be. The Brutes attack in packs, with warlords directing captains who are followed by grunts, copying each other's actions and carrying out orders cohesively. This looks set to make for far more challenging AI opponents who

**"The Brutes attack in packs, with warlords directing captains, followed by grunts"**



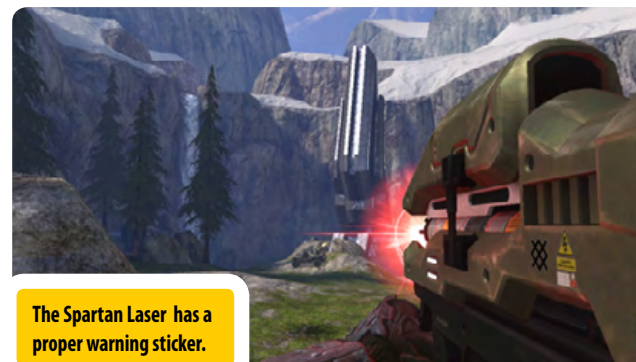
Brute warlords hide behind grunts, barking orders. A bit like a boss I once had.

will all lob a grenade at the behest of their commander, for instance.

Bungie and Microsoft are at pains to stress that the footage we've been able to peek is from earlier builds of the game. Some of the clips are supposedly months old, yet they showcase aspects of gameplay, such as the four grenade options,

which are sure to include the usual frag and plasma options, as well as spikey, and what appears to be the "shield grenade" that appeared in the Starry Night teaser ad. Bungie didn't render that trailer and it doesn't use in-game footage, but the assets were supplied by Bungie to Digital Domain, who created the ad and, fact fans, is the effects company working on the

Some kind of forcefield grenade? So rumour has it.



The Spartan Laser has a proper warning sticker.

## BETA GET STARTED

*Be the first on the block to play Halo 3*

If you can't wait until the as yet tantalisingly unspecified release date to get your hands on Halo 3, you can always try to battle your way into the beta test, which will trial the games features and invite your feedback.

There are three ways to get involved:



**1. Buy Crackdown**

**2. Get Lucky**

**3. Play Hard**

## 1. Buy Crackdown

Splash out in late Feb on this spiffing-looking action driving game and you'll get a Halo 3 beta invite. As long as you've got an Xbox Live Gold membership, you can start battling this Spring.



## HALO 3

### > Halo 3 continued

upcoming Transformers film, also having worked on, er, Stealth and some other, better films. Bungie is unlikely to have given the go ahead for a shield grenade if it isn't going to be in the game, but all Bungie will say is: "The Chief's 'bubble shield.' Does it represent something used in-game? That would

be telling. Although a surprising number of theories have emerged about what it would do to gameplay."

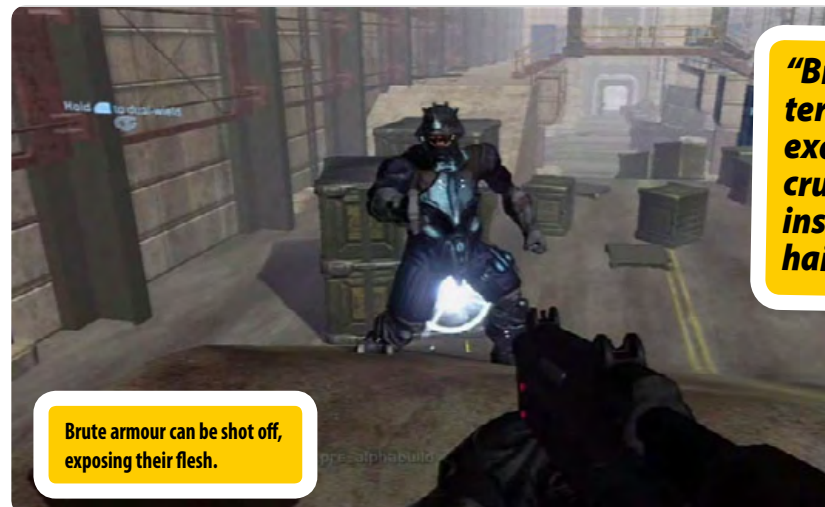
Still, Halo 3 is going to be far more physical and visceral than Halo 2. As the battle for supremacy becomes increasingly bitter, Elites scrap with Brutes and weedy humans take on unforgiving foes.

Even from this tech-heavy footage it's obvious that Brutes are now a terrifying force, executing troops with crushing fists, blunt instruments and hails of gunfire. They're powerful, evil and unstoppable.... But they're not unstoppable.

Corner an enemy and you'll be able to hammer away his armour to reveal his unprotected, furry flesh. Then you can play the role of executioner.

It's one way to finish a fight. ●

A free-running mini game. Of course not, you fools.



Brute armour can be shot off, exposing their flesh.

**"Brutes are now a terrifying force, executing with crushing fists, blunt instruments and hails of gunfire"**



Will multiplayer re-capture the flag from Gears of War? Yes, of course it will.

360Zine

HOW COMPLETE?

65%

FIRST IMPRESSIONS

90%

HALO 3

Anyone who isn't excited is dead, or works for Sony.



"LEGACY WILL CHANGE YOUR PERCEPTIONS OF *STAR TREK* VIDEO GAMES."  
- GAME INFORMER

"IT REALLY CAPTURES THE BEAUTIFUL GRANDEUR OF *STAR TREK* COMBAT."  
- GAMESPOT

# STAR TREK LEGACY

40 YEARS OF STAR TREK  
IN ONE GAME.



EPIC REAL-TIME  
STARFLEET COMBAT.



INTENSE MULTIPLAYER  
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FIVE CAPTAINS. THREE ERAS. ONE LEGACY.

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## FABLE 2

**Publisher:** Microsoft

**Developer:** Lionhead

**Heritage:** Black & White,  
The Movies

**Link:** [www.fable2.com](http://www.fable2.com)

**ETA:** Late 2007

### FIRST LOOK

# Fable 2

*Another tall story, with a towering presence...*

**"Fable 2 casts you as a Highwayman, rather than one of the yokels of the original RPG"**

**READER REQUESTS!**  
Click here to tell us what you'd like to see in Fable 2!



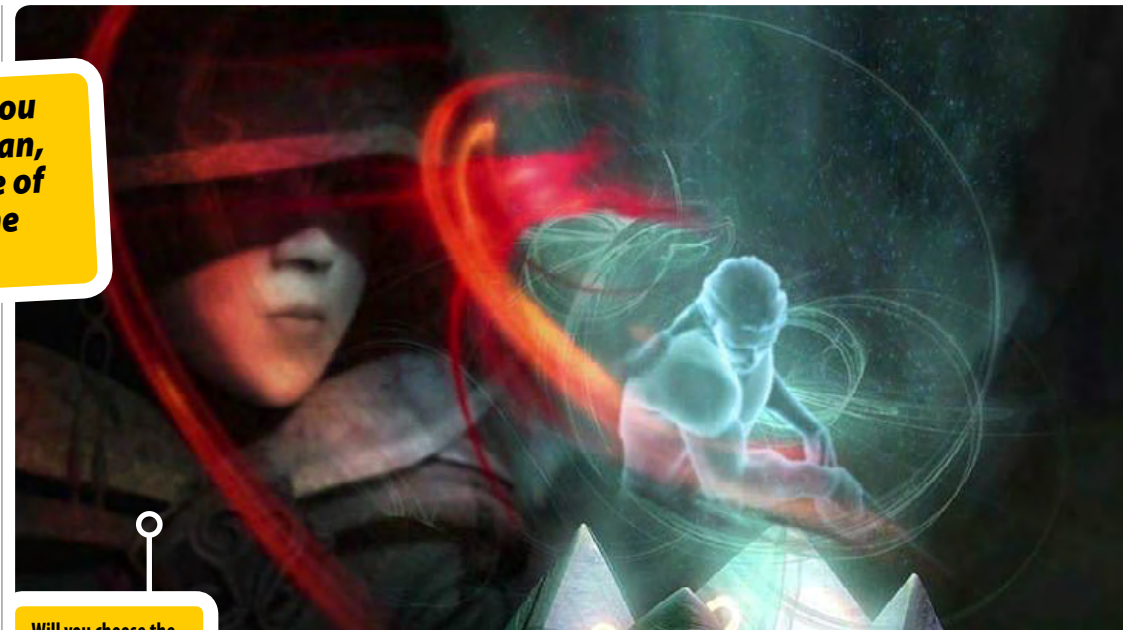
It's a miracle that relatively little is known about Fable 2, which takes place 500 years after the original RPG adventure. The game is the latest officially announced project from the brain of Peter Molyneux, the legendary development guru and incurable

blabber mouth.

It seems Mr Molyneux may have learned his lesson by shying away from announcing every nano-thought in his internalised development document. His titles are always brilliant, and therefore always intensely hyped without the need to big-up outlandish features, many of which are eventually written off in the interests of actually finishing projects.

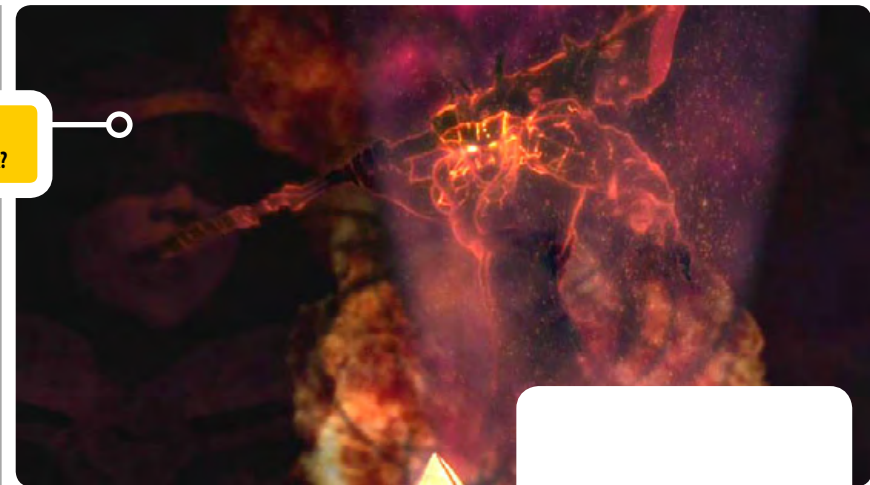
This time around nuggets of info have been few and extremely far between. But, luckily for you, we've garnered every gleaming snippet to provide you with a veritable goldmine of Fable 2 info...

The most recent announcement about Fable 2 confirmed the game will use the Havok Complete engine to generate beautiful particle physics and graphical effects. Yawn. More importantly, and interestingly, Fable 2 plots a wonderful story that casts you as a Highwayman (with the controversial introduction of firearms), rather than one of the yokels of the original RPG.



Will you choose the way of the honest swordsman...

...or turn evil and get involved with demon folk?



Once again your actions of good or evil will determine how your character develops, as you rise from being a street urchin to become a character of great power.

As the game begins your sister is





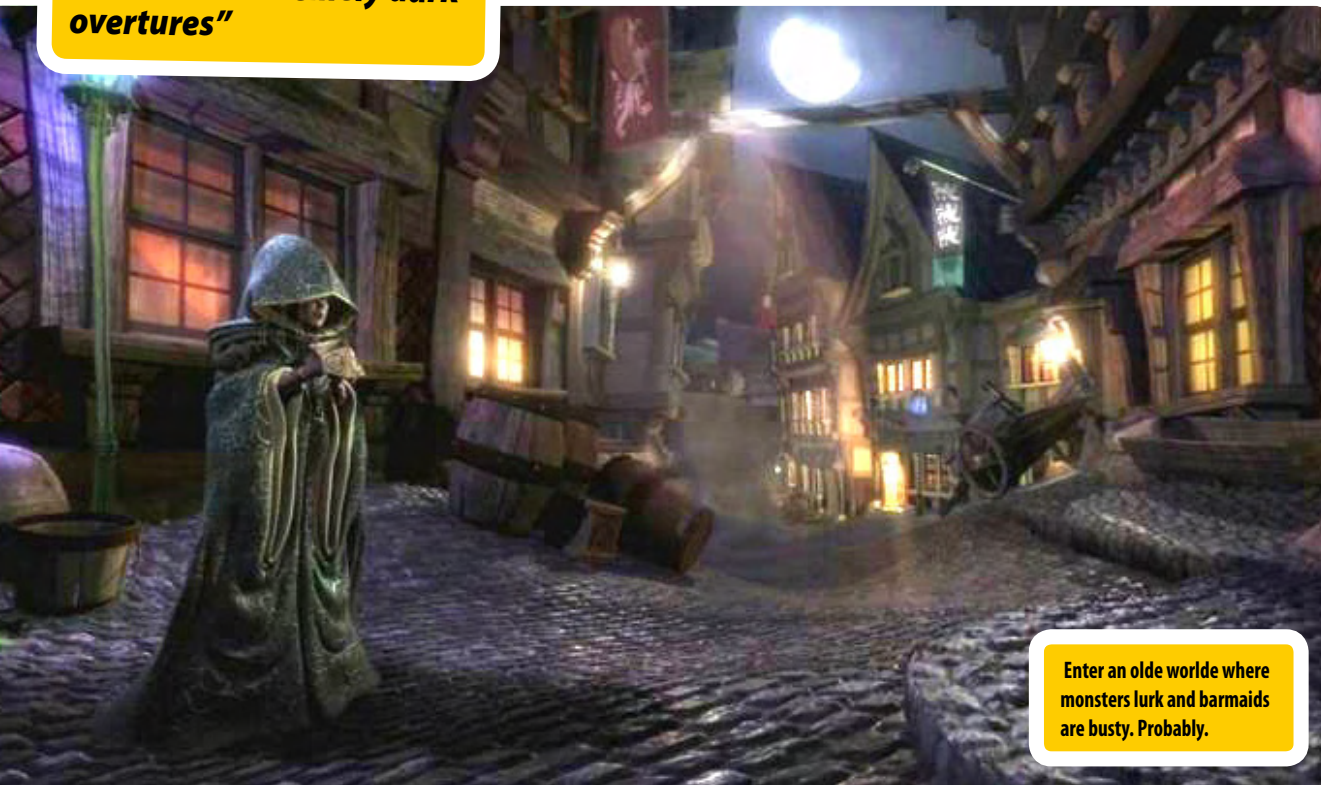


FABLE 2

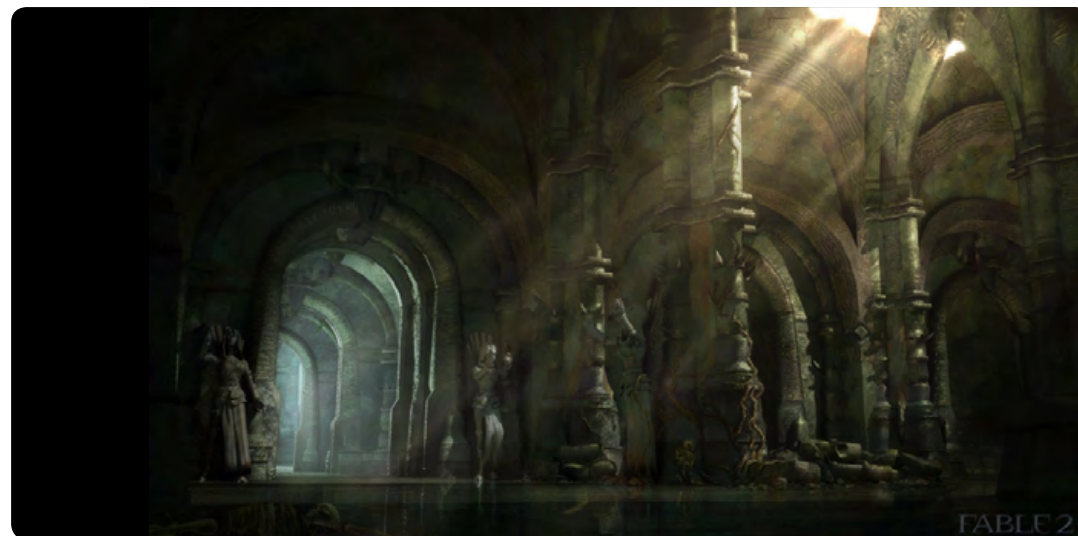


Play a nasty girl and shoot beasties upside down. You sicko.

**"Areas are being designed to be stunning, though often with extremely dark overtures"**



Enter an olde worlde where monsters lurk and barmaids are busty. Probably.



## ➤ Fable 2 continued

kidnapped (what a surprise) and, once you're grown a little, it's off to battle the evil Lucien, who is building a 50-mile tower. The project will take Lucien 50 years (a mile a year), and all the while your character will age accordingly.

Fable 2's epic feel will continue with environments that are promised to be more expansive than ever, according to Charlton Edwards, one of the game's level designers. He's indicated that internal and external areas are being designed to be stunning, though often with extremely dark overtures.

Some harrowing environments will add to a more mature feel to the game and will aid emotional attachment to your character. Molyneux has stressed the importance of connecting with the protagonist: "Making people feel like they are truly emotionally engaged... is far more important than any feature I can suggest."

Of course, there are still plenty of little features that smack of Molyneux's 'wouldn't it be cool if you could...' approach to game design. You'll be able to plant acorns and watch them grow into trees (yes, really this time).

You'll even be able to knock up your missus and have several kids who will grow to imitate your actions by boasting of their evil or kind actions. This sounds like a refinement of an earlier rumour that you would be accompanied by a puppy in the game who would grow and mimic you, though this rumour persists.

You can choose to be female too. And if there's any hanky panky, it'll be your belly that swells in the fullness of time. The resulting sprog will have the characteristics of your partner, but if you don't fancy that idea you can even opt to have protected sex, according to one interview with Molyneux.

Of course, you can also choose to put your career before your family. ➤





## FABLE 2

### > Fable 2 continued

Accrue a pile of wealth, for instance, and you'll be able to unlock extra game content as you snaffle all the property in the land.

Certainly there'll be plenty of economic trappings more usually found in massively multiplayer games.



You can have jobs, levelling up as you become more proficient in trades from farming to barwork, and even prostitution. You'll even be able to become king of Albion if you raise the cash and complete the quests that will turn you into a lordly powerbroker.

On a more down to earth note, the meat of gameplay promises to be far

more satisfying than in the original Fable, in which combat often felt rather wooden. New physics govern sword actions, for instance, and one-hit kills have been all but banished. Of course, you can also team up with pals for support, if rumours of online team mechanics are to be believed.

You'll also be able to have a more profound effect on the world. If, for instance, you come across one particular camp and kill the inhabitants, it will cease to exist and be forgotten about. Pass by peacefully, however, and that camp will evolve into a town by the time you revisit its location ten years later.

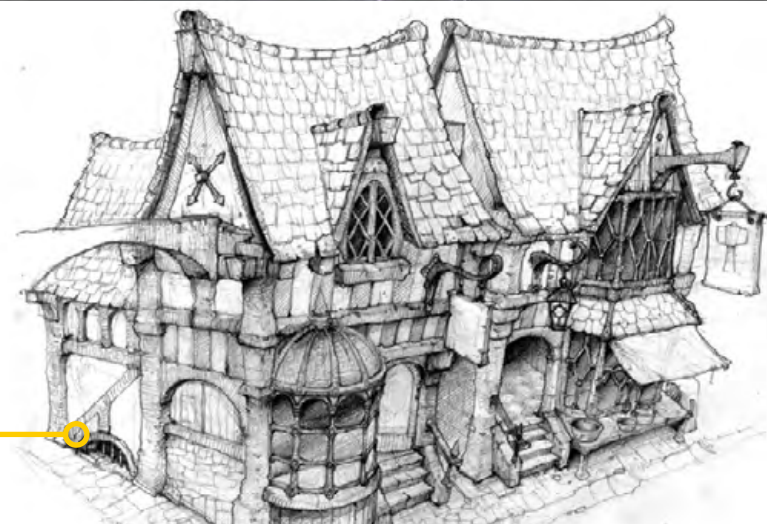
Peter Molyneux is trumpeting Fable 2 as far more empowering than the original, which saw its feature list sheered down as the realism of making a game that worked dawned on the team.

Exciting stuff. And this time we're sure Molyneux will deliver. ●



This fortune-teller features heavily in the teaser trailer, a nod to Molyneux's emphasis on player choice rather than scripted events.

Even the concept art from Bowerstone oozes detail. If you think the graphics in Fable were amazing, expect even more from the sequel.



360Zine

HOW COMPLETE?

60%

FIRST IMPRESSIONS

85%

FABLE 2

*This secrecy shrouded sequel should be legendary*



# PCGZine

Don't miss issue #2 on 31/01

**MASSIVE PREVIEWS**

**Lord of the Rings Online**  
**Bioshock | Crysis**

**MASSIVE REVIEWS**

**Supreme Commander**  
**Maelstrom | Armed Assault**  
**World of Warcraft: The Burning Crusade**  
**Vanguard | Test Drive Unlimited**



# PCGameZine Issue 2

## Out Weds January 31

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Issue 2 | January 2007

# PCGZine

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**MASSIVE REVIEW INSIDE!**

## S.T.A.L.K.E.R

### SHADOW OF CHERNOBYL

Gas masks at the ready - this game is deadly!

**REVIEWS:**  
**SUPREME COMMANDER**  
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**LORD OF THE**  
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ZOOM IN ZOOM OUT TOGGLE FULL SCREEN VIEW



# "STICK A GRENADE TO HIS REAR!"

360zine ducks for cover with *Gears Of War* lead designer **Cliff Bleszinski**



**W**hether your Christmas was haunted by the *Gears Of War* TV ad, or you were in the trenches playing the game online, you'll know all about GOW's curious, compelling blend of beauty and carnage. And, as 'CliffyB' tells us, there's plenty more to come...

## Describe your role in the development of GOW, please.

My position on *Gears of War* was that of Lead Designer. That means I have the exciting and fortunate position of holding the core vision for the title while absorbing and modifying it as seen fit by the talented folks on the team that I work with on a daily basis.

## How did you get involved with the game; what other projects have you worked on?

We're responsible for the big Unreal series, which has always been near and dear to my heart. However, for years I'd wanted to build something new and a bit different. *Gears* is that opportunity.

## What's the secret of *Gears of War's* success?

*Gears of War* was lovingly crafted out of a desire to make the kind of game we want to play, while avoiding all of the trappings that we believe hurt the fun factor in games today. The game was built out of trusting our gut instincts about what makes a great title. Add in amazing graphics and excellent marketing and you've got a smash hit.



Big guns equal big, erm... funs

## How would you sell the game to those 360 gamers unlucky enough yet to play it?

*Gears* was built on the idea of shared stories, tales that one would tell a friend at the water cooler at work the next day. These moments are what gives *Gears* its word of mouth appeal. If I had one sentence to try to sell someone on the game it would be "Cut your subterranean enemy in half with a chainsaw bayonet while standing in the smouldering ruins of a fallen empire. Or step on his head... or stick a grenade to his rear..." (darn it, there's too much to pick from!)

## GOW is renowned for its beauty. How important are visuals to the whole experience?

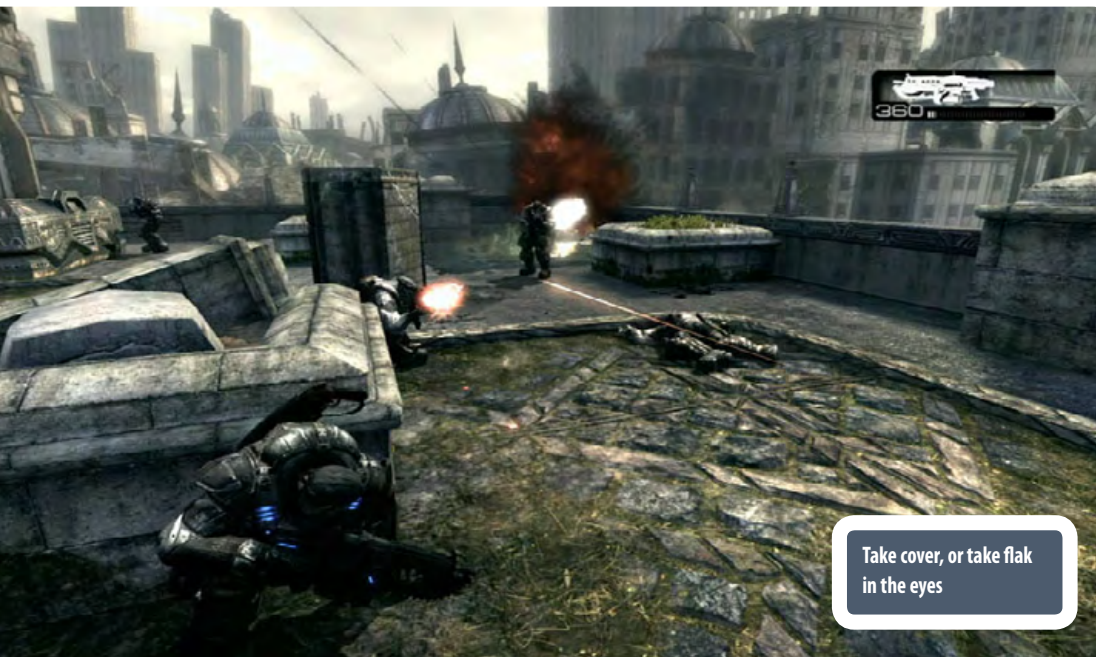
Graphics matter, just like looks matter. That said, while many gamers buy a

game for the visuals they stay for the gameplay and overall experience. If the underlying game mechanics are shallow or lack depth then the player will become bored. *Gears* keeps things fresh and thrilling via new and interesting scenarios and easy to learn (but tricky to master) mechanics such as Active Reload.

## It can be tricky to tell friend from foe in the thick of the action. Is this a deliberate ploy to mimic the confusion and intensity of battle?

In the heat of the moment when bullets are flying by the player's head differentiating friend from foe becomes a part of the game's wartime experience. (We anticipated some of this with voiceovers in which Delta Squad complains about friendly fire!)





Take cover, or take flak in the eyes



Fear the tree surgeons of the future

## > GoW continued

### Since cover is vital in GOW, how have you managed to avoid camping?

In Gears we intentionally kept map sizes manageable so that they felt ample with eight players, yet still fun once those team sizes dwindle. Add in the fact that players want to seek out and eliminate one another and a bloodbath is all but guaranteed.

### Looking back to when you started the design process for the game, how different is the end product to your original GOW vision?

After the game shipped I went back

and looked at one of the earlier pitch presentations for the game and was surprised to find that it was very, very close to the final product. It was further proof that when a development team starts with exciting ideas and follows through the end result can be spectacular.

### GOW has become a massive hit on Xbox Live. Is it first and foremost a multiplayer or a single-player game? How would you sum up the differences between the two experiences?

Initially, Gears was built as a cinematic single player experience that can be enjoyed with a friend. The thrilling versus mode wound up evolving out of that; we began building versus arenas and were pleasantly surprised by how well the cover mechanic worked. Active Reload translated remarkably well to the competitive space as well. The difference between the two modes? One is an epic adventure, the other is like hide and go kill.

### Can you elaborate on your plans for downloadable content? We want maps, characters and loads more!

We at Epic have a history of showing a tremendous amount of support for our products for months on end after they ship. In fact we just released two new combat arenas (for free) on Live. Who knows what other enhancements the future will bring?

***“It’s easy to learn, but tricky to master. That’s the pinnacle of all cool game designs.”***

### Do you think GOW online has the legs to be a continued success on Xbox Live?

Gears is a resounding success on Live and I believe it will continue to remain huge online. The core of the game is easy to learn, but tricky to master. That’s the pinnacle of all cool game designs and Gears holds true to this rule.

People can play versus on Live against existing friends while meeting new ones via the matchmaking system. They can introduce new players to the Gears universe through the cooperative elements of the single player. It’s these aspects that will continue to give Gears its legs for the future online!

### Finally, what about your wishlist for a sequel to the title? Where are your ideas for GOW2, if it happens, coming from?

We haven’t announced any sort of plans for a Gears sequel yet. If we were to start building one I’d imagine it would be bigger and badder than the original. (I wonder what other kinds of weapon combinations we could do besides a chainsaw bayonet... hmmm...) ●



**Developer:** Epic Games  
**Publisher:** Microsoft  
**Players:** 1-8 (Live)  
**Certificate:** 18  
**Features:** Co-op action, gripping online brawls  
**Heritage:** Unreal everything  
**ETA:** Gloriously here



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Chili Con Carnage  
Rainbow Six: Vegas  
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Issue 1 | February 2007

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# PES 6

  
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Mario vs. Donkey Kong 2 Theme Park  
March of the Penguins  
Sudoku

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Wayne; he's so cool...



**Publisher:** Capcom  
**Developer:** Capcom  
**Heritage:** Dead Rising  
**Link:** [www.capcom.com](http://www.capcom.com)  
**OUT NOW**

You'll get to battle against mech bosses. But be warned, she's tough...



# Lost Planet: Extreme Condition

*Bug busting to save the human race...*

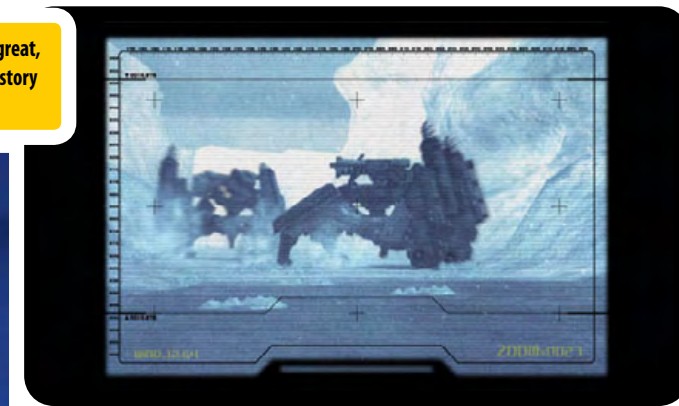
**T**antalisingly teased with a multiplayer demo on Xbox Live late last year, Lost Planet's release this month lets you finally go solo across the ice planes of an alien planet that humans have been trying to colonise. Sadly they discovered a little too late that the planet already had 'occupants' in the form of the Akrid; bugs of random size and ability that aren't fond of them coming along and taking over their home. But these lovely critters have the key to survival – their bodies produce thermal energy that allows them to live in icy conditions.

So, along came the humans, and not to be beaten by someone 'getting there first', they began to find ways to make this place their own. VS (Vital Suits); basically forms of mechs, plus the harvesting of the Akrid's thermal energy, allow the humans to survive on the unfriendly planet. But as the story unfolds, you'll discover that there's lots of disturbing things going on.

Our hero is the oddly named Wayne,

a VS pilot who sees his father killed when defending him against a gargantuan Akrid nicknamed Green Eye. As his energy wanes (no pun intended) Wayne loses consciousness, only to be 'defrosted' years later by some of the last surviving humans on the planet. With revenge to keep him going, you'll have to battle the Akrid and snow pirates, while simultaneously stocking up on thermal energy to

FMV looks great, shame the story sucks.



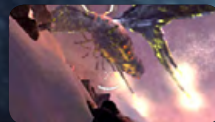
**FREEZE FRAME**  
Don't let the buggers get you down...



The most compelling moments in the game come when you face off against giant Akrid.



This wasp-like Akrid spews out smaller bugs to keep you occupied. Eew...



This translucent moth patrols the skies when you travel through the mountains.



Each boss attacks in its own different way, but they each have their own weakness too. You just have to find it.



Revenge is sweet. You finally get a chance to avenge your father's death by fighting Green Eye.





## TRIGGER HAPPY

Time to get gun toting

**"The chance to use a giant Gatling gun cannot be missed!"**

Snow planes can be fun to explore, if you can survive the never-ending Akrid attacks.

Enemies come in all shapes and sizes, so be prepared...



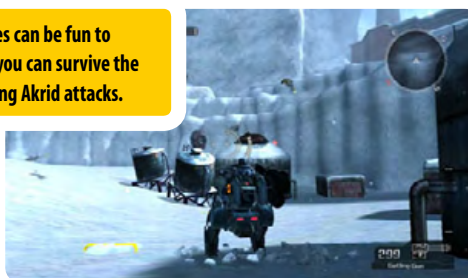
**1** Kindly terraformers left a large array of munitions just scattered across the ice planes. This means you'll never be short of a gun or two...



**2** You can customise your VS' weaponry by adding and removing the side-equipped guns. This option – gun free, isn't the wisest however.



**3** You can also use the chunky VS weapons on foot. There's a great feeling when you stand in front of multiple enemies and destroy them in seconds.



## > Lost Planet continued

avoid the deep freeze.

Sadly the story isn't too clear or interesting, but Lost Planet is a game with an old school feel to it, albeit with some spectacular next gen graphics. You're given missions which more often than not involve you traversing new landscapes, blasting your way through masses of Akrid and eventually killing a big-ass boss in the form of a giant bug or a snow pirate in a top-end mech. It's simplistic but appealing, although it can be slightly tough going at times.

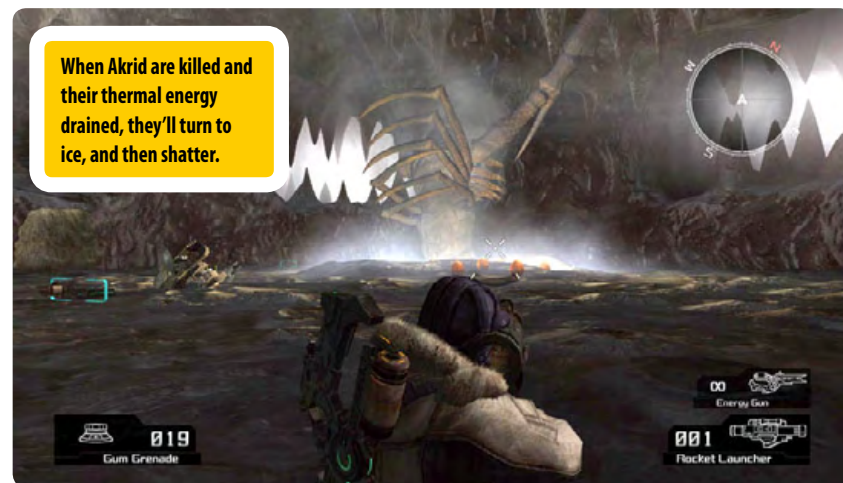
In a sense it's like an upmarket N3

with guns, a hack 'n' slash in regards to the amount of enemies you come up against, but with a much better armoury to hand. Kind humans left weapons randomly scattered across the land, and so on your travels you'll never be short of grenades, machine guns or laser-based weaponry. It's just simple gaming fun, but it works in that never gets boring.

## Think big

Changing between walking and travelling via mech also adds to the game's appeal, as does the ability to add and remove the large mech weapons. The chance to wander round with a giant Gatling gun cannot be missed! There are some niggles though; things that we don't really expect from a next-gen game. For example, walking, turning and firing both on foot and in mechs seems too damn slow. Sure, it's a snow covered land, but still, there's no need to move that slowly. Also the smoke and

When Akrid are killed and their thermal energy drained, they'll turn to ice, and then shatter.







The mission-based gameplay harks back to old school gaming.



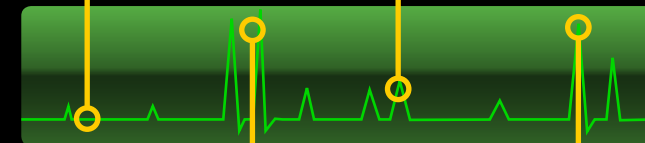
## PULSOMETER *Signs of life*



Smoke effects are pretty but intrusive.



Snow pirates aren't as fun to destroy as Akrids...



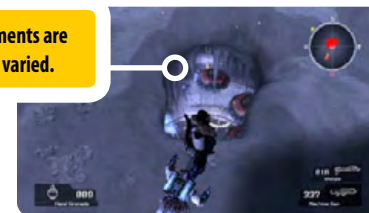
A screenful of enemies is never a bad thing!



Graphically the game excels. Check out the sunset!



Environments are vast and varied.



It looks so nice you don't want to leave...



## > Lost Planet continued

explosion effects aren't that great, and they just get in the way. Its easy to be blindsighted mid-fight if you set off a grenade, and it's a matter of strafing till the smoke clears in an attempt to stay alive that can leave you getting more than a little frustrated.

Indeed, the smoke effects aren't very good at all, but when it comes to the landscapes, the graphics are amazing. Moving through snow planes, caves and deserted towns you really get to see a variety of settings, and we even found time to enjoy an amazing sunset. These graphics really come into their own however, when you have to face up to the huge Akrids that scatter the land. Translucent moths, giant worms and even Green Eye himself all look truly amazing.

### Lost opportunity

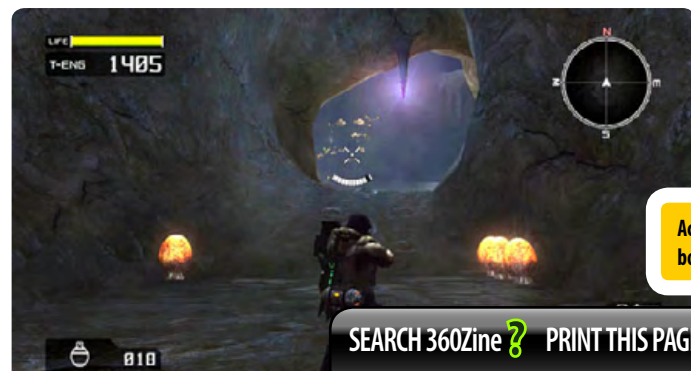
Another let down however are the multiplayer options. Very generic across the board, it has your normal offerings of co-op and versus battles including elimination, post grab, fugitive hunt and team variants, but nothing really

makes in stand out. The odd game with friends may appeal, but Lost Planet's focus has to be its single-player mode.

All in all there are many little things that could have improved the gameplay experience of Lost Planet, but for a fun shooter with an original setting, it's an enjoyable option. Not outstanding but not poor, its fun to pick up and play, and its old school mission-based format ending with a boss fight can give you that fuzzy feeling inside.

If you can ignore its foibles and just get a rush out of kicking alien butt, then it's definitely worth trying out. For unpretentious fun, Lost Planet doesn't fail to impress. ●

Keri Allen



Action takes place both indoors and out.

## 360Zine Verdict

Room for improvement, but overall it's a blast.



Gorgeous Graphics



Fighting giant boss bugs



Irritating effects

# 76%





**Publisher:** Ubisoft  
**Developer:** Mad Doc  
**Heritage:** Star Trek:  
Armada  
**Link:** startrek.bethsoft.com  
**OUT NOW**

# Star Trek: Legacy

*A five year mission. Seems longer.*

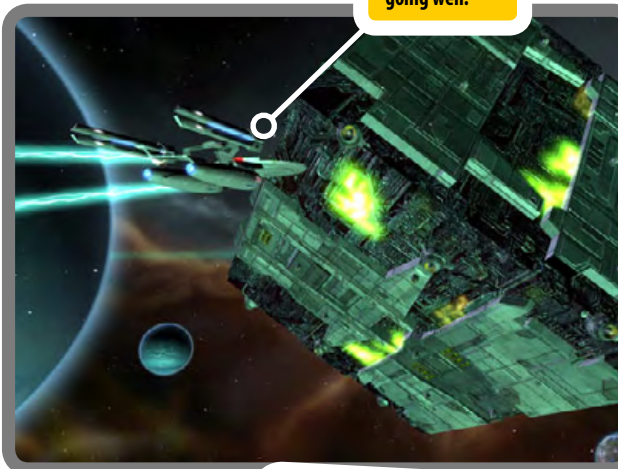
**S**hips. In space. Shooting at each other. This rocket-science is hardly rocket science. From Space War made in the early sixties by university geeks and onwards, we've been firing projectiles at one another's vessels. Videogames have been based around this ever since there's even **been** videogames. Nevertheless, the second you base a game like this around Star Trek, things are different.

Because, in videogames and most sci-fi we watch, space-ships are basically treated like fancy aeroplanes. In Star-Trek space-ships are basically... well, **ships**. Ships that can move in three dimensions, but ships nevertheless. Battles move from

dogfighting to circling as they try to line up their various array of guns. It's a slower paced, more tactical approach, an angle which Star Trek: Legacy, by positioning you as an admiral in charge of four ships, tries its hardest to epitomise. Sadly, not hard enough.

Your fleet can comprise of everything from more manoeuvrable, delicate ships like Scouts and Destroyers, to the all-rounder Cruisers and the hefty, hulky Battleships. While you're able to skip between them, controlling them directly, you're also able to issue orders to the group as a whole or to an individual ship. For example, you can get everyone to concentrate their fire on your target, or >

Yeah, this isn't going well.



*"Issue orders to the group as a whole or to an individual ship"*

You won't keep your armada in such perfect formation for long.

## I AM THE CAPTAIN

*Do battle. In space. With guns.*



Keeping your shields running is important. You're able to play Kirk and transfer energy between guns, engines and shields depending on what's important.



Realising what ship is important for each task is paramount. For example, Destroyers weapons are almost entirely front facing. No side-on barrages like Cruisers.



You're able to transport boarding crews across to some enemy space stations when you've knocked down their shields, taking over and providing extra cover.





## > Star Trek continued

select a ship on the map screen to warp away to a distant point so it can undergo battlefield repairs. The heart of the game is the campaign mode, which takes you through all the main eras of Star Trek History (prehistoric Enterprise, the original series and blessedly high-tech Next Generation and Voyager), allowing you to set phasers to stun on Klingons and all the universe's assorted alien chums.

## Beam me up

To get much of a chance to control them, you've got to turn to the multiplayer and against-the-computer Skirmish modes, where you can play up to four sides against each other, picked from the Federation, Romulans, Klingons and the Borg.

**"The campaign mode takes you through all of the main eras of Star Trek History"**

## LEGAL ALIENS

*The good, the bad and the Klingon*



**THE KLINGON EMPIRE**  
The ones with pasties attached to their head. A good choice for anyone who likes cloaking technology.



**THE ROMULAN STAR EMPIRE**  
The race of evil Mr Spocks are also a dab hand with the cloaking device. Seems that everyone has one of these.



**THE BORG COLLECTIVE**  
Not the sort of collective who sit and trade lentils with each other. The sort who want to assimilate you.



**THE UNITED FEDERATION OF PLANETS**  
The good guys, who feature humans and aliens. Big on big ships and high tech.



**THEY FIGHT!**  
Note, you're not able to select what ships the computer player selects in the Skirmish game, limiting replay.

Unfortunately it rapidly goes wrong with the designers over complicating matters with the controls. For example, when targeting subsystems on an enemy ship (i.e. trying to specifically shoot at the weapons to disarm someone), you have to make sure the mode's turned on (by depressing the left thumb stick – which means it's all too easy to accidentally turn it off in the heat of combat), wait for lock on to complete, then hold down "A" and move in the direction of the icon of the subsystem you want to target. Of course, you're not actually told what

**Klingons: once they get on your tail, you can't get rid of them.**



**Nebulae are dangerous to enter, causing stress on your hardware. Good for hiding.**



**Hyperspace effects are one of the game's nicer graphical touches.**



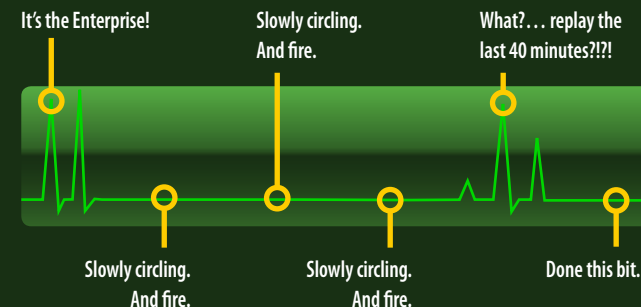




**"You rapidly approach the rage of Shatner shouting KHAN!!"**

**Klingons off the starboard bow. Actually, Romulans. And its port.**

## PULSOMETER *Signs of life*



## >Star Trek continued

any of the icons actually mean, and you're hardly in a position to stop and figure things out. And if you press "A" too early, you'll order your ship to change course, and probably lose the lock. And... well, surely there had to be a better way than this?

It goes on... Like, while you're able to group your ships to give orders en masse, discerning which ones are actually together is tricky to make out in the moment... Like, targeting mission-critical targets requires slow picking from a list of whatever's in the area... Like, how you have to skip to everyone individually to start their repairs, as if their captains really **like** having their weapons inoperative... Like,

how when trying more unusual activities – like beaming men aboard – you're required to select from a radial list, despite there only ever being one thing you'd want to do on a given mission (and then the menu doesn't work if you're too close to the target). Most of the time you don't feel as if you're battling the Borg. You're battling the control system.

### Mission impossible

And these aren't even the game's core problems. It just gets in the way of what you have to do. The problem is that what you have to do isn't that interesting by itself. Since ships are well defended, taking one down requires patient circling while you trade blows. Aiming is automatic when you're locked on, just requiring you to press

fire every few seconds when your weapons are recharged. In other words, you do little, and you do it slowly. Between fights you'll stop for a few minutes while your ships are repaired, with lots of looking at yellow bars slowly filling up and turning green.

Why play so tediously? Well, the missions have no save points, and are often the best part of an hour long. When you fail due to a mission not being properly explained, or a quirk of the control system, you rapidly approach the rage of Shatner shouting "KHAN!!!!"

Despite having all the real voice-actors of the Captains, there's an irony that even Shatner himself sounds strangely subdued. It's almost as if he's as bored as anyone who plays this is likely to be. ●

**We'd send an away mission to the planet's surface, only we can't send away missions to the planet's surface.**



**360Zine Verdict** *Phasers very-much not set to "stun".*

- Some Tactics, and it's Star Trek
- Confused Control System
- Repetitive Gameplay

**64%**



# Dead or Alive: Xtreme Beach Volleyball 2

*Fun in the sun, or pointless pixel porn?*

The jet-ski mini game is one of the more robust on offer, and even lets you play over Live with your friends.

**"It should be a commercial success, thanks to two large, wobbly reasons"**

**D**ead or Alive: Xtreme 2 will sell well. Whether it deserves to or not is a different question, but it's almost guaranteed to be a commercial success, thanks to two large, wobbly reasons that will quickly become obvious if you look at any of the screenshots on this page. It's certainly a unique premise, and one that has been carefully marketed to appeal to a specific audience - a game which sees you hanging out on an island with the beautiful, buxom DoA babes for company, each one dressed in only a tiny bikini, and ripe for the cherry picking. If only it were as fun as it sounds.

A dating sim of sorts, DoA: X2 sets you the task of winning the friendship of one of the DoA girls, with the intentions of getting them to "partner" with you (purely for volleyball of course. Nothing like you were thinking...). This is achieved by proving to the girls that you care about them in the only way

that men truly know how - by buying cheap gifts from a crummy shop. Get the girl to like you, by buying her the right stuff, and she'll reward you by wearing ever smaller bikinis. Don't buy her enough gifts, or even buy something the wrong colour, and she'll simply turn away, and leave the island altogether. Just like real life, then.

## Brief encounters

The other half of DoA: X2 comes in the form of the mini-games, but unfortunately these really aren't as much fun as they should be. There are several different modes on offer here; from the casino games that featured in the first title, to new additions such as



**Publisher:** Microsoft Games Studios  
**Developer:** Team Ninja  
**Heritage:** DoA, Ninja Gaiden  
**Link:** [www.deadoralivegame.com/](http://www.deadoralivegame.com/)  
**OUT NOW**





## THREE OF THE WORST

A selection of mini-games that should probably be avoided



**1 BUTT BATTLE** – Push your posterior in the direction of your opponent until they fall into the pool. Like rock-paper-scissors, but less fun.



**2 POOL HOPPING** – Press the corresponding colour button at the right time to leap across the pool. Until you fall in.



**3** And, yes, there IS some VOLLEYBALL in here! It takes a back seat this time, but there are plenty of other chances to drool over the virtual babes.



Can bikinis get any smaller than this? We've seen more fabric in a handkerchief.

"An unpredictable, unplayable, and uncontrollable mess of a game"

Make sure to flatter your partner, or they won't like you. Hey, Kasumi, did we mention how much we like rainbow?

There's not much to this "game". You just watch your partner bounce (down the flume).

Man, look at Kasumi's face. She's annoyed. Better start running



## > DOA: Xtreme 2 continued

butt battles and flag races. The problem is that each is plagued by more than its fair share of unresponsive controls, rubbish AI and an unfair reliance on luck. Even the main attraction of the first game, the beach volleyball, has been reduced to an unpredictable, unplayable, and uncontrollable mess of a mini-game, where your victory or loss is down to pure luck as opposed to any skill. We found the only way to win was to partner with Kasumi, who, as always, has an ability and skill level that far exceeds any of her opponents. Even then, your victory's only assured when Kasumi's AI decides that she can be

bothered to move, rather than just stand and gawp at the ball. To make matters worse - if you dare to lose the game, even when it's your partner who's missed all the shots, she'll get angry with you! Women, eh?

More worryingly, DoA: Xtreme 2 has a rather unique ability to make you feel genuinely uncomfortable at times. Having to defend your hobby to non-gamers can be hard at the best of times - let alone when there's a virtual girl bending over on screen. If you're the kind of guy who enjoys looking at virtual women in bikinis, we'd advise you get out more. For everyone else, we'd advise you to steer well clear, as this really isn't worth the money. ●

Ian Morris

### 360Zine Verdict

Nice graphics can't make up for broken gameplay. Blush worthy, for all involved.

- 👎 Banal in the Xtreme
- 👎 Devoid of fun
- 👎 Not a complete package

# 38%







**Publisher:** Sega  
**Developer:** Blade Interactive

**Heritage:** World Snooker Championship 2000-2007

**Link:** [www.bladeinteractive.com](http://www.bladeinteractive.com)  
**OUT NOW**

Also features all kinds of pool.

# World Snooker Championship 2007

*Pot the reds and screw back, for the yellow, green, brown, blue, pink and black...*

Conventional wisdom dictates that a snooker-based video game is pointless, given the relative ease with which the average able-bodied person can find a real game of snooker. There is some validity to the argument, although it falls apart when you consider that to be even remotely competent at the sport takes years of truancy, passive smoking and daylight deprivation.

The genius of World Snooker Championship 2007 is that it immediately imbues you with the skills of a decent pro, enabling you to go toe-to-toe with the best without humiliating yourself. The post-impact

direction of the cue ball and object ball are clearly marked by arrows, but the major breakthrough is the appearance of a shaded circle indicating roughly where the cue ball will end up, collisions notwithstanding. Given that the physics have evolved to the stage where it's practically indistinguishable from actual snooker, the major skill of the game is break building; ensuring position for the next shot, and often thinking two or three shots ahead.

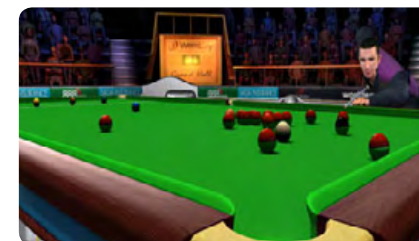
## Pass the biscuits

It's still not the perfect sport for a video game conversion, given that snooker involves staring into middle space while your opponent is at the table. In a single player game, this can mercifully be skipped, or over Xbox Live you can devote the time to sledging your opponent, something of a first for this most genteel of sports. Alternatively, you can just flick through the TV channels: switching from Countdown to the photo-realistic graphics of the game gives it an eerie sense of

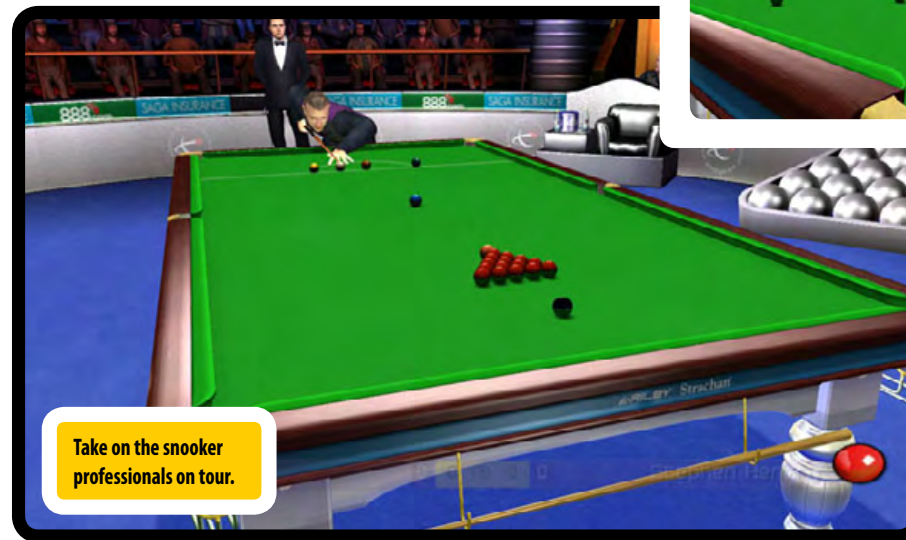
*"The physics have evolved so it's almost indistinguishable from actual snooker"*

**NOW THAT'S INTERESTING...**  
*Steve Davis reveals all, almost.*

"I did the motion capture two years ago and they've just improved the graphical side of it so it looks better. The suit was quite tight; it didn't show off my manhood, it showed off my weakhood. I looked at myself and I thought 'I've got to work out here.'"



Even the coughing is realistic.



Take on the snooker professionals on tour.

authenticity. This is complemented by the BBC-style camera angles and presentation, and the commentary skills of Steve Davis, John Parrott and John Virgo, the latter providing a looping stream of banal one-liners.

World Championship Snooker 2007 may not be the best game in the world, but it is comfortably the best snooker game out there. ●

**360Zine Verdict** Like snooker, strangely, perhaps worryingly, compelling.

- Extremely playable
- Highly authentic
- Excruciating John Virgo commentary

**79%**







# Xbox Live Arcade Round-Up

A good month of games, with just one dud...

## Small Arms

**Developer:** Gastronom Studios

**Publisher:** N/A

**Cost:** 800 MP (~£6.80)

**B**earing more than a striking resemblance to Nintendo's Super Smash Bros., Small Arms is a frantic four-player, side-on fighting game, pitting all manner of cute characters against each other in an over-the-top battle to the death, across some gorgeously rendered backdrops. Unfortunately, the game is let down by an overly-complex control system, which makes jumping and shooting at the same time practically impossible, leading to many unfair deaths. Despite this, in multiplayer mode, the game can be a blast.



- Fun over Xbox Live
- Good choice of characters
- Complex controls

Super Smash Bros. Lite

68%

## Novadrome

**Developer:** Stainless Games

**Publisher:** Buena Vista Games

**Cost:** 800 MP (~£6.80)

**F**rom the makers of Carmageddon, Novadrome is a fast-paced futuristic car combat game, which rewards you for your sheer aggression as opposed to your driving ability. Putting you in the shoes of a reluctant human driver, you must crash, smash and shoot your way to victory in a variety of challenging competitions, picking up numerous power-ups along the way to leave the opposition smoking. Graphically impressive, it boasts 15 arenas, over 20 different vehicles, and a multiplayer mode supporting up to 8 players.



- Furiously fast paced
- Detailed Single Player mode
- "Boss" car fights are rubbish

Carpocalypse Now

76%

## Assault Heroes

**Developer:** Wanako Studios Ltd.

**Publisher:** Sierra Online

**Cost:** 800 MP (~£6.80)

**P**roviding gameplay on a par with the greatest scrolling shooters, an addictively fiendish co-op mode, and an easy-to-play, hard-to-master style of gameplay, Assault Heroes is an XBLA game that cannot be missed. From the second you start playing, to the second you finish the level, your senses and reflexes will be assaulted by hundreds of enemies, swarming from every which angle. Playing a lot like retro titles such as Smash TV, using one analogue stick to move, and one to aim and fire, this is what the XBLA was made for – new graphics, classic gameplay.



- Co-op mode is great fun
- Old-school gameplay
- Easily accessible for novices

A Real Blast

89%

## New Rally-X

**Developer:** Namco Bandai

**Publisher:** Namco Bandai

**Cost:** 400 MP (~£3.40)

**O**riginally released into arcades in 1981, based on Pac-Man hardware, New Rally-X was a popular machine. Unfortunately for it, 26 years later, games have moved on quite a bit. The objective of the game is to guide your car around a maze to collect ten flags, whilst trying to avoid the rival cars that pursue you. And that's as interesting as it gets. If you're a huge Rally-X fan (there must be one out there), or you just want some easy achievements, then maybe you should consider this. Everyone else will find little for their money here.



- Strangely more-ish for five minutes
- Rubbish graphics
- Far too repetitive

Old Banger

21%

## RoboBlitz

**Developer:** Naked Sky Entertainment

**Publisher:** Microsoft

**Cost:** 1,200 MP (~£10.20)

**A** testament to the variety and scope of the developers on XBLA. Powered by the Unreal 3 engine, RoboBlitz is a graphically stunning adventure game, which requires you to complete a variety of physics based puzzles on-board a futuristic space station. Unlike other games, which just use physics to make boxes tumble, this game embraces every element of the science; from reflecting light beams off mirrors, to completing electrical circuits, there's plenty of brain teasers to be found here. A real gem – the only downer is the price.



- Amazing graphics
- Clever, lengthy puzzles
- Plenty more puzzles to come

Robolicious

91%





Now you can take part  
in Rainbow Six Vegas  
like never before!

# Xbox Live and Beyond

## Extending your online experience

**A**s gaming becomes ever more realistic the player is forever absorbed in a universe of improved authenticity. This realism though has been taken to a new level with the release of Microsoft's new Xbox Live Vision Camera.

This USB device gives keen Xbox Live enthusiasts the ability to have a webcam with gaming specifically in mind. And if seeing your online friends in the flesh isn't shocking enough, there's now the option to actually insert your face onto your gaming characters. Enter Tom Clancy's Rainbow Six Vegas' face mapping...

### Capture your imagination

If you have ever had the desire to insert your likeness into a game, then look no further. Using the Xbox Live Vision Camera with Rainbow Six Vegas from Ubisoft, you can map your own mug into the game with very little

fuss. The process involves capturing a shot of the front and then the side of your head within a designated area indicated on the screen. The console then automatically calculates how these two images will be placed together to create your virtual self within the online game.

This can be a slightly daunting sight at first... and even more so when you are shot or blown up, with your likeness straddled out on the floor. The enjoyment of it all soon takes over though and you'll soon begin staring at all the other players in the hope a custom face mapping will appear on them as well.

The process isn't perfect and your hair style in particular may look like a dodgy toupee, but for a first attempt it's spectacular and it will no doubt

expand to other games in the future.

### Elsewhere on Live...

Although we have a capacity to record movies and shows off the television, we still have to wait for it to air before we can store the material for our later viewing pleasure. However the On Demand experience has already arrived Stateside, as Microsoft releases Video Marketplace for those who wish to click, purchase and download.

With the chance to preview and download standard and even high definition content, Microsoft has opened a new direction for the Xbox Live service. This isn't going to kill the new HD movie formats that have recently appeared, but it will make renting films simpler and much more convenient. You can expect this service to grow rapidly! ●



***"It can be a slightly daunting sight when you are shot or blown up, with your likeness straddled out on the floor"***



Smile! You're on  
Xbox Live Vision  
Camera...



## &gt; Inbox

**T**hank you to everyone who emailed us for all your feedback to the first issue of 360Zine. Like any magazine we thrive on your feedback. We need you to tell us when we've got it right... and when we've got it wrong. So, please send any thoughts, ideas and suggestions to me. Click here to send us a message, or you can email me at [360zine@gamerzines.com](mailto:360zine@gamerzines.com)

And if you like what we're doing, don't forget to tell all your mates about us: [www.gamerzines.com](http://www.gamerzines.com)

Cheers,  
Dan Hutchinson  
Editor

**Don't miss Issue 3**  
Out Feb 15<sup>th</sup>  
**Sign up now!**

WHAT A GREAT IDEA! I HAVE JUST gone through the 360zine and loved it. Great to have slideshows and video footage running in the mag. It also has a good easy to read layout. I really enjoyed it and look forward to the next issue. Keep up the good work!

> **Shayne**

*The videos and interactive content have been very well received and we've tried to develop them further this issue with things like the interactive quiz. Let us know whether you enjoyed them.*

HI, I WAS BROWSING FOR GAME reviews when I accidentally came across 360Zine. I am very impressed with the quality and in particular the reviews, so credit where credit's due. Keep up the good work.

> **Jay**

I STUMBLED UPON YOUR MAGAZINE via a forum and I gotta say I'm impressed. I like how it opens up in full screen without any annoying Adobe PDF options etc. The ads are good and the videos are a great touch. It would be cool if you could add reviews of new accessories etc for the 360 plus maybe some videos of you guys using the products.

> **Gibran Aslam**

*You'll find our impressions of the Live camera on the previous page. We're always looking for ways to improve - what do other readers think of accessory reviews?*

I JUST WANT TO SAY THANK YOU VERY much guys for producing an excellent

game magazine. I don't get to read many Xbox 360 magazines that come out on the shelf, but this is a Godsend! It's short, but OH so sweet! The thing I love the most about this emagazine is the interactive aspects that the reader can check out... definitely something hardcopy magazines can't do! So I just want to take the time to congratulate you guys and thank you once again!

> **Daniel Smith**

I WOULD LIKE TO congratulate you and the team on creating a great gamerzine. I thoroughly enjoyed 360zine and I can't wait until January to read the next issue. One of my main problems with magazines is that they cost too much, but this is completely free and matches the others in quality. It was witty and well written, with good scores for the games. I hope you will carry on delivering the goods,

> **David Learmont**

WOW...WHAT A GREAT MAG!

Free of charge...it feels like daylight robbery and I ain't even wearing a mask! Great layout, fantastic reviews and bang up to date. Welcome Welcome Welcome!

> **Michael Pillay**

I ACTUALLY REALLY enjoyed this mag. I loved how every ad didn't just



The launch issue of 360Zine. If you missed it you can download it free... [www.gamerzines.com](http://www.gamerzines.com)

**READER FEEDBACK!** Click here to tell us what you think!

...and while you're there you can get PCGZine too! [www.gamerzines.com](http://www.gamerzines.com)



have screenshots, it had the trailers embedded. Pure genius! My only gripe is it's exactly like a published magazine, 4-6 weeks behind the internet wave. I'm not sure if there will ever be a way to have your info come out before some blog or video game news site, unless you have

an exclusive deal with a developer.

Anyways, kudos to everyone who worked on the mag. A step in the right direction for video game publications, physical or online.

> **SpikeyStitch**

ABSOLUTELY BRILLIANT!! CAN'T WAIT for the PC version.

> **Patrick Fillary**

*Issue 1 of PCGZine was published in December and is available for download now from [www.gamerzines.com](http://www.gamerzines.com). Issue 2 will come out later in January.*

I'VE JUST FINISHED READING 360Zine and to be perfectly honest, I wasn't expecting a whole lot from a free online magazine.

At best, I thought I'd find a selection of "borrowed" reviews and previews, with a dash of out-of-date 'NEWS!' items, and a very generous portion of unrelated gratuitous advertising.

Well, I was wrong. I'm impressed, very impressed.

> **Darran Hepworth**



In **360Zine** Issue 3

**EXCLUSIVE REVIEW**

# Crackdown

Cars, violence and some bad tattoos

**FREE!**  
Spread the word...  
Click here to send  
360Zine to  
your mates

**PLUS!**

**The Darkness**

**Tom Clancy's Ghost Recon**

**Advanced Warfighter 2**

**Command & Conquer 3:**

**Tiberium Wars**

**Sensible World of Soccer**

**Virtua Fighter 5**

# 360Zine Issue 3 Out February 16!

**Don't miss it! Sign up today!**



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